What you should know about using concrete and mortar

In the City of Manhattan Beach, storm drains flow directly to the ocean without treatment.

Storm water pollution is a serious problem for our natural environment and for people who live near beaches, streams or wetlands. Storm water pollution comes from a variety of sources including oil, fuel, fluids from vehicles and heavy equipment, pesticide runoff from landscaping, and from materials such as concrete and mortar from construction activities.

The City of Manhattan Beach is committed to improving water quality and reducing the amount of pollutants that enter our precious waterways.



A Clean Environment is Important to all of Us!



STORM WATER HOTLINE 1-888-CleanLA stormwater@citymb.info



City of Manhattan Beach Public Works Department 3621 Bell Avenue Manhattan Beach, CA 90266 (310) 802-5300

www.citymb.info

BEST MANAGEMENT PRACTICES FOR CONCRETE AND MORTAR PROJECTS

For Homeowners and Contractors



City of Manhattan Beach
Storm Water Protection Program
Storm Water HOTline:
1-888-CleanLA



Preventing Pollution Is Up to YOU!

Did you know that storm drains are NOT connected to sanitary sewer systems or treatment plants? The primary purpose of storm drains is to carry rainwater away from developed areas to prevent flooding. Untreated pollutants such as concrete and mortar flow directly into ponds, creeks, and the ocean and are toxic to fish, wildlife and the aquatic environment. Disposing of



these materials into storm drains causes serious ecological problems—and is <u>PROHIBITED</u> by law.

Do the Job Right!

This brochure was designed for do-ityourself remodelers, homeowners, masons, bricklayers, contractors and anyone else who uses concrete or mortar to complete a construction project. Keep storm water protection in mind whenever you or people you hire work on your house or property.

Best Management Practices



Best Management Practices or BMPs are procedures and practices that help to prevent pollutants such as chemicals, concrete, mortar, pesticides, waste, paint and other hazardous materials from entering our storm drains. All these sources add up to a pollution problem. But each of us can do our part to keep storm water clean. These efforts add up to a pollution solution!

What You Can Do!

- Set up and operate small mixers on tarps or heavy plastic drop cloths.
- Don't mix up more fresh concrete or mortar than you will need for a project.
- Protect applications of fresh concrete and mortar from rainfall and runoff until the material has dried.
- Always store both dry and wet materials under cover, protected from rainfall or runoff and away from storm drains or waterways.
- Protect dry materials from wind.
 Secure bags of concrete mix and mortar after they are open. Don't allow dry products to blow into driveways, streets sidewalks, gutters or storm drains.

- Keep all construction debris away from the street, gutter and storm drains.
- Never dispose of washout into the street, storm drains, landscape drains, drainage ditches or streams. Allow material to dry and dispose of properly or empty mixing containers and wash out chutes on dirt areas that do not flow to streets, drains or waterways.
- Never wash excess material from bricklaying, patio, driveway or sidewalk construction into a street or storm drain. Sweep up or vacuum and dispose of small amounts of excess dry concrete, grout and mortar in the trash.
- Wash concrete or brick areas only when the wash water can flow onto a dirt area without further runoff or drain onto a surface which has been bermed so that the water and solids can be pumped off or vacuumed up for proper disposal.
- Do not place fill material, soil or compost piles on the sidewalk or street.
- If you or your contractor keep a dumpster at your site, be sure it is securely covered with a lid or tarp when not in use.
- During cleanup, check the street and gutters for sediment, refuse or debris. Look around the corner or down the street and clean up any materials that may have already traveled away from your property.